

Using the Library Workspace

The library workspace can also be used to administer the Natural system files of a remote server environment.

This document covers the following topics:

- Map/Unmap Environment
 - Delete Environment
 - Show Properties of Environment
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Map/Unmap Environment

In order to perform remote development, you have to activate a remote Natural environment. You do this by connecting to the appropriate Natural development server. Each Natural development server provides all remote services (such as access or update) for a specific FUSER.

If you want to connect to a development server for the very first time, you have to map it as described below. Once you have connected to a development server, a node for this development server session is automatically shown in the tree the next time you invoke Natural Studio. The state of each development server is set to "unmapped".

Note:

It is possible to map the same development server more than once, for example, if you want to have development server sessions with different session parameters. To switch to another session, you simply click the corresponding node in your library workspace.

▶ To map to a development server

1. From the Tools menu, choose Map Environment.
Or click the following toolbar button



The "Map Environment" dialog box appears. Your user ID is automatically provided.

2. In the "Name" text box, enter the name of the development server on the mainframe.
3. In the "Port" text box, enter the TCP/IP port number of the development server.
4. If dynamic parameters are required for your development server, specify them in the "Session Parameters" text box. Otherwise, leave this text box blank.
5. If Natural Security is installed on the development server, specify the required password in the "Password" text box. Otherwise, leave this text box blank.
6. Choose the OK button.

When the connection has been established, all libraries (according to the security profile) for this session are shown in your library workspace. You are automatically logged on to your default library. The command line now shows the name of the library that is currently selected in the tree and the name of the active environment.

▶ To connect to a previously mapped development server

The development server you have previously mapped is now shown with the state "Unmapped".

1. Click the plus sign next to the node name
or double-click the node name or select the node and choose Map Environment from the Tools menu.
The "Map Environment" dialog box appears. It shows the information that you have previously provided for this development server.
2. If Natural Security is installed on the development server, specify the required password in the "Password" text box. Otherwise, leave this text box blank.
3. Choose the OK button.

Delete Environment

It is also possible to delete an unmapped development server so that its name is no longer shown in the tree.

1. Select the server node and click the right mouse button.
2. Choose Delete from the resulting context menu.

Show Properties of Environment



To obtain general information about the mapped environment

1. Select the server node and click the right mouse button.
2. Choose Properties from the resulting context menu.

The "General" tab shows Server, Port, User Id and session parameters.